

LOADING

1. Insert the Cassette Program Tape in the recorder with the title side facing up. Press the record key on the recorder to state before the tape is fully rewound to the beginning. Press the **LOAD** key on the recorder, and press the **RETURN** key on the computer will respond with the message **PRESS PLAY ON TAPE**.
2. Press the **PLAY** key on the Cassette. Immediately the TV screen will go blank and the cassette will start moving. After a moment, the screen will return with the message **FOUND PIT**.
3. At this point, press the **Commodore** key (the key with the Commodore logo next to the shift key on the lower left of the keyboard). The screen will again go blank and the cassette will start turning again. After a moment, the screen will return with the **READY** message and loading cursor.
4. Now type **Run** and press the **RETURN** key. The screen will blank once more and the cassette will start again. A **20K** Program on cassette will take approximately six minutes to load.

USING THE JOYSTICK

Plug the joystick into **CONTROL**, PORT NO. 2. (The joystick will not function in **CONTROL**, PORT NO. 1.) With the joystick with the red dot button in the upper left corner facing the TV, the joystick has several functions in the game and the fire button is highly discriminated from the stick positions. Therefore, you should not press the fire button while holding the stick in any but the center position, or center function will work. The fire button alternately reloads and fires. The first press will load an arrow from the quiver to the bow. The second press will fire the arrow. You are then ready to reload again. You must reload before you can fire.

The forward and back positions of the stick control the arrow's peak trajectory, can be used to maneuver on each side of the screen moving up and down as you manipulate the stick. Pushing back on the stick causes the markers to rise as though you were raising your bow, and the higher the markers, the higher the arrow will travel. Pushing forward on the stick lowers the markers, and the arrow will travel more toward the horizon. The markers are only visible when changing trajectories.

Pushing the stick left or right turns the arrow from side to side through eleven different aiming angles. By combining these angles with the trajectory positions you can fire any point from the top of the bow to the top of the screen. If the arrow is turned completely to one side in the center and you continue to hold the stick in that direction, the arrow will begin to run in that direction and will continue to run as long as the stick is held in that side. It is not possible to reload or fire an arrow while running, although if you are already loaded you will be ready to fire when you stop running.

The last function of the fire button is as a reset button either when the screen instructs you or when returning after you have been destroyed by a monster.

PLAYING FORBIDDEN FOREST FOR THE FIRST TIME

The first image to appear on your screen will be a level selection page (each level from **IMMORTAL** to **CRAZY** increases in speed and difficulty) be alerted to begin with the **IMMORTAL** level for the first time. The levels may be selected by pressing the appropriate function key (the four keys to the right of the keyboard). After the function key is pressed, the message **PRESS FIRE BUTTON** will appear. Do so and the game will commence.

After the level presentation is completed, the arrow will appear and be ready for joystick control. Nothing will happen until some joystick input is received. No Alien Monsters can attack suddenly and without warning.

Hint: the best initial move would be to press the fire button to load an arrow so that you will be ready to fire. When something attacks, if you are ready, the creature can be hit and destroyed.

Note: a source of dimensionality has been built into the game. Therefore, unlike single surface games where any projectile making contact with any target constitutes a hit, arrows, if not properly aimed, can pass in front or behind a target, missing it. So if a monster seems to come from in front of the arrow, do not simply turn completely to one side or the other and shoot—this may sound complex, but you will get everything right quickly if the attack catches you off guard or unwatched, then turn away from the creature and run. The creature will chase you, so keep running until you have lost it otherwise. If you are successful in either avoiding or hitting the monsters, they will keep coming until you have killed the required number of them (see scoring). However, if you should be destroyed the screen will go black for a moment, and then everything will return as before, waiting for your control. You can survive two attacks by each of the various monsters and return to continue the fight. Your score and number of kills that you will be retained. However, the third attack is fatal. Your score is cleared and the game is officially over.

At this point, the screen will go black and the title will appear. After a few seconds, the music will stop and the **CONTINUE** message will be printed. Choosing **yes** to start the game from the beginning by pressing the **RETURN** key on the keyboard. If you do, the level selection page will return and you may proceed as before.

The **continue** option is primarily for practice. By pressing the fire button, the game will repeat at exactly the point it stopped. The score will be saved but will continue to count towards.

If you should survive all seven challenges the game will continue directly to the next level. **Note:** if you should wish to stop the game at any point, press the **RETURN** key while the action is in progress and the selection page will appear.

LEVELS

LEVEL 1—IMMORTAL

This is the easiest level but it is by no means easy. You will have a quiver of fifty arrows. As the arrows are used up the quiver on the ground will disappear one for each ten arrows. When they are all gone you will have ten arrows left in the quiver on your back. **RUNNING OUT OF ARROWS** **ENDS THE GAME.** All your arrows are replaced with each new monster that you destroy. The speed of the game at this level is evenly paced and the all requirements are maximum. This is the best level to train in using the continue function.

LEVEL 2—TROOPER

This level is harder than Level 1. This level will test your new-found abilities. The pace is stepped up and more kills are necessary on some creatures. All arrows are still replaced after each triumph.

LEVEL 3—IMPROVE

Things are really moving now! Kill requirements have doubled on most monsters, the pace is nerve-wracking and to make matters worse, your arrows are replaced only twice throughout the game. So remember to aim carefully.

LEVEL 4—CRAZY

This is an apply named level. You will hardly notice the appearance of some of the monsters before they are on you. All kill requirements have become extreme and, by the way, you get only a half supply of arrows this time, approximately in the middle of the game. Please do not waste a shot!

MONSTERS AND GAME HINTS

The first attack will come from the giant spider. They will rush at you from either side unexpectedly. They will run and turn back, they will dodge the arrows, but mostly they will go right for you, and they are hungry! The first shot is as soon as they appear but you cannot turn right up to your nose. However, a look at that target will place most unpleasant, so be ready to run.

If you have a doubt in the way to crawl. There is probably an obese hunchback floating overhead and he has a ready string for you. He is not very smart but he is quick and without pity. Aim carefully and keep away from him.

You may have seen some friendly frogs in your time but the swampy swamps in the Forbidden Forest are not leaders. They leap from the landscape and drop from the sky. Run and dodge and shoot when you can. They are easy to hit but there are a lot of them and they are determined to jump on your head and take frog legs out of you.

Fauna among the Demogorgon's forests is the dragon. Sometimes he will make a bold frontal assault, slowly weaving in from the distance tempting your arrow under his deadly wide eyes. In the night you the surprise attack from either side. In any case he will always end with a blast of fire, if you hesitate for an instant you will become the guest of honor at the Dragon's private barbecue. Shoot to the head; it is his only vulnerable spot. You can rack up points for hits on the body but you must hit the head for a kill.

Companions, if you captured the Dragon, Dr. George will be proud that you have made the Demogorgon very angry. He will now send out his right-hand man, the Fossil Phantom with his personal contingent of killer skeletons. The phantom will stand back watching while his catched children attack mindlessly trying to shakeleaves you with their spears. You can kill the phantom while it's keeping control until you can get a dead shot off at the Phantom himself. Aim directly for his hooded face. The wrath of the Demogorgon is unleashed. He has released his pet to seek you out. Who but the Master of Monsters could raise an eight foot snake at a jet. It spins venom that will destroy you right down to your shoes. All you can do is keep shooting at that sinuous torso and stay out of the venom.

Now you've done it. You have killed the Demogorgon's pet snake. That was the last shot (or snake). The sky blackens in his wake. Lightning heralds his approach. In the flashes of lightning you may catch a glimpse of a gaseous figure in the distance. That is he, there. There can there, he is invulnerable — except for one small spot just above between his eyes he is coming closer. You have little more than only seconds to make the shot. That is for the light and aim at his head. Remember this, you have only one chance at the Demogorgon.

SCORING

LEVELS 1-4	KILLS REQUIRED			
	LEV 1	LEV 2	LEV 3	LEV 4
SPIDER	4	8	12	16
WIG	1	2	3	4
FROGS	8	12	16	20
DRAGON	1	1	2	3
SKULL TOWN	—	UNITS	PHANTOM	KILLED
PHANTOM	1	1	1	2
SHARK	1	1	2	3
DEMOGORGON	1	1	1	1

ADDITIONAL POINTS

100 pts. arrows unused after each kill.
500-500 pts for Dragon body hits. The larger the unit, the more points.